

Pengaruh Penerapan Permainan Tradisional Terhadap Tingkat Partisipasi Belajar dan Kelincahan Siswa

Purnama Hudaya

Pembimbing I Dr. Uhamisastra, M.S, AIFO

Pembimbing II Dra. Lilis Komariyah, M.Pd

Program Studi Pendidikan Guru Sekolah Dasar Pendidikan Jasmani, Universitas Pendidikan Indonesia.

Abstrak

Tujuan penelitian ini untuk mengetahui pengaruh dari penerapan permainan tradisional terhadap tingkat partisipasi belajar dan kelincahan siswa. Metode penelitian memakai eksperimen pre-eksperimental designs (intact-Group Comparison). Populasi penelitian adalah siswa siswi SD Negeri Cigondewah 3. Sampel penelitian adalah siswa siswi kelas III. Instrumen penelitian yang digunakan adalah angket dan tes zigzag run. Hasil analisis data pengaruh penerapan permainan tradisional terhadap tingkat partisipasi dan kelincahan siswa. Uji tingkat partisipasi belajar dengan nilai $T_{hitung} = (6,613)$, karena T_{hitung} lebih besar dari $T_{tabel} (2,042)$ maka H_0 ditolak dan H_1 diterima, sehingga dapat disimpulkan terdapat pengaruh yang signifikan penerapan permainan tradisional terhadap tingkat partisipasi belajar siswa di SD Negeri Cigondewah 3. Uji kelincahan siswa dengan nilai $T_{hitung} = (15,318)$, karena T_{hitung} lebih besar dari $T_{tabel} (2,042)$ maka H_0 ditolak dan H_1 diterima, sehingga disimpulkan terdapat pengaruh yang signifikan penerapan permainan tradisional terhadap kelincahan siswa di SD Negeri Cigondewah 3.

Kata kunci : Permainan Tradisional, Tingkat Partisipasi Belajar, Kelincahan.

Effect of Application of Traditional Games Against Participation Rate Students Learn and Agility

Purnama Hudaya

Supervisor I Dr. Uhamisastra, M.S, AIFO

Supervising II Dra. Lilis Komariyah, M.Pd

Elementary School Teacher of Physical Education, Faculty of Sport and
Health Science Education, Indonesia University of Education

Abstract

The purpose of this research is to determine the effect of the application of the traditional game against the level of participation of student learning and agility. Methods of experimental studies used a pre-experimental designs (intact-Group Comparison). The research population is students of SDN Cigondewah 3. Samples were students of class III. The research instrument used was a questionnaire and a test run zigzag. The results of the data analysis of the effect of the application of traditional games and agility levels of student participation. Test participation rate of learning with the calculated value of $T = (6.613)$, because T count is greater than the T table (2.042) then H_0 is rejected and H_1 is accepted, it can be concluded that there is a significant effect on the application of the traditional game participation rate for students at Elementary School Cigondewah 3. agility test students with the calculated value of $T = (15.318)$, because T count is greater than the T table (2.042) then H_0 is rejected and H_1 is accepted, so it concluded there is a significant effect of the application of the traditional game students in SDN Cigondewah 3.

Keywords: Traditional Games, Learning Participation Rate, Agility.